

MPS – the life of a three-voiced person

Needed: deck of cards.

Players portray Moral, Immoral or Amoral thoughts of a person. Create / name him/her by choosing a colour, then create a mindmap, where each player adds three traits, using different coloured pencils. Add a desire for each PC, value 0.

Each player starts with five cards in hand. Players take turns framing scenes trying to fulfil their desire. Other players introduce a conflict by playing card(s); the player may choose 1:

- Lose conflict and take card.
- Play a card as a reaction.

Suits	Conflict	Actions		
		Moral	Amoral	Immoral
Hearts	social	call in	convince	coerce
Diamonds	resources	use	adapt	steal
Clubs	violence	protect	attack	Berserk
Spades	secrecy	discover	hide	Debunk

Every player may play multiple cards; add values (Aces 11, faces 10) and narrate accordingly. Add 1 if it involves another player's colour trait.

The player playing **most** cards (active player if tie) narrates the outcome as follows:

Player wins: narrate how the desire becomes partly fulfilled. Desire +1.

Player loses: narrate how the desire becomes less desirable. Desire -1.

Standoff: narrate internal struggle.

Conflict resolution ends scene: each player takes one, active player two, cards.

Play ends when one desire becomes +5. Narrate epilogue accordingly.